



PROLINE GAME CONDITIONS

These PROLINE Game Conditions apply, until amended or revised, to the PROLINE Lottery Game.

1.0 Rules

- 1.1 This PROLINE Lottery Game (“PROLINE”) is governed by: (i) these PROLINE Game Conditions (the “*Game Conditions*”); and (ii) the *Rules Respecting Lottery Games* (the “**Lottery Games Rules**”) of the Ontario Lottery and Gaming Corporation (the “**Corporation**”).
- 1.2 The Lottery Games Rules are hereby incorporated by reference into these *Game Conditions*.
- 1.3 To the extent of a conflict between these *Game Conditions* and the Lottery Games Rules, the conflict shall be resolved in accordance with the priority set-forth in Section 1.3 of the Lottery Games Rules.
- 1.4 PROLINE is not necessarily associated with, sponsored by or authorized by, any sports league, member teams, team players, athletes, personalities or other affiliates in any way.
- 1.5 PROLINE is a separate and distinct lottery game that is offered by the Corporation and is intended to be conducted separately and with a distinct set of terms and conditions from all other games offered by the Corporation. Without limiting the foregoing, the Corporation may, in its sole discretion, administer offers and promotions associated with PROLINE from time to time.
- 1.6 To the fullest extent permitted by law and without limiting any other section of these *Game Conditions*, the Corporation may, at any time and at its sole discretion, take whatever measure(s) or action(s) it deems to be appropriate in the circumstances to help ensure: (i) the integrity of PROLINE; and/or (ii) that PROLINE is administered in accordance with the Corporation’s interpretation of these *Game Conditions*.

2.0 Interpretation

- 2.1 Words used in these *Game Conditions* that are not otherwise defined herein shall have the meaning as defined in the *Lottery Games Rules*.
- 2.2 The headings in these *Game Conditions* are for convenience of reference only and do not affect the interpretation of these *Game Conditions*. Capitalized words used in these *Game Conditions* that are not otherwise defined herein have the meaning as those used in the Lottery Games Rules. Words in the singular shall include the plural.
- 2.3 In these Game Conditions:

“**Act**” means the Ontario Lottery and Gaming Corporation Act, 1999, as amended, modified, restated, supplemented, extended, re-enacted, replaced or superseded from time to time.

“**All-In, Play or Not**” is a Market condition that means Results on Selections will Stand regardless of Non-Starters and whether or not all possible Selections were offered.

“**Bet(s)**” -- see “**Wager(s)**” and “**Bet(s)**” below.

“**Combined Odds**” means odds which are offered for an Outcome made up from two (2) or more related Outcomes.

“**Corporation**” means Ontario Lottery and Gaming Corporation.

“**Dead-Heat(s)**” refers to a Result where two (2) or more Outcomes finish tied for the same position(s). These Wagers are subject to a Dead-Heat Reduction.

“**Dead-Heat Reduction**” means the fraction applied to reduce the value of a Wager in the case of a Dead-Heat. This means the value of the Wager is reduced by the following fraction: the number of winning places divided by the number of winning Outcomes.

“**Error**” has the meaning assigned in Section 5.1.1.

“**Event(s)**” refers to the specific match, game, competition, or special event between two (2) or more participants on a Scheduled start date.

“**Event Cut-off Time for Wagering**” means the time assigned to an Event or Market by the Corporation, in its sole discretion, after which no further Wagering may occur with respect to that Event or Market.

“**Extra Time**” -- see “**Overtime**” below.

“**Full-Time**” -- see “**Regulation Time**” below.

“**Futures**” refers to a long-term Market not related solely to an individual match, such as the winner of a league championship.

“**Half-Time**” means the period of time after the completion of the first half of a game and before the beginning of the second half of that game.

“**Line**” means the value given to a Market for Wagering purposes. This value could be a quote on the total points/goals/runs in an Over/Under Market, or it could be the Spread given to a team in a Point Spread Market.

“**Market**” means the specific type or category of Wager that contains Outcomes from which a player can make Selections.

“**Moneyline**” means a Market type whereby the Result of a match includes Overtime and Shoot-outs unless stated.

“Non-Starter” means a Selected participant that does not take part in a Market, but the Event continues without that participant.

“Novelty Markets” shall have the meaning ascribed in paragraph 9.12.1.

“Outcome(s)” mean specific betting predictions, as part of Markets, which are available for players to Wager on. These can be in the form of correct goal predictions, winning teams/players, number of points scored, etc. and will include specific odds associated to that Result.

“Overtime” / “Extra Time” means additional innings, periods, Overtime or other such extra play as the Corporation may specify in accordance with the rules and regulations of the league or body governing that Event, but does not include Shoot-outs, if any.

“Over/Under” means a Market type where the player is required to select whether the total number of points/goals/runs etc. will be over or under a given Line set by the Corporation.

“Parlay(s)” means a type of Wager that contains two (2) Selections or more, and each Selection must be correct for the Wager to win.

“Payout(s)” refers to the amount of money paid to the player for a winning Wager.

“player” means a person who is eligible to participate in the PROLINE Game in accordance with the Act, the Regulations, the Lottery Games Rules and these *Game Conditions*.

“Point Spread” refers to a number (either whole or half), offered by the Corporation, that for a positive Point Spread is added to or for a negative Point Spread is subtracted from a Selection’s final score to determine the Result of the Point Spread Market. “Spread” has a similar meaning to Point Spread.

“Push” means a Result where a player neither wins nor loses a Wager. In a ‘Moneyline’ Market, a Push occurs when the Result is a tie and no tie option was offered. In a two-way Point Spread Market, it is when the favourite (identified with a “-”) wins by exactly the Spread, or the underdog (identified with a “+”) loses by exactly the spread (e.g., if the Spread is -3.0 and the favourite wins by exactly three (3) points). In a two-way Over/Under Market, it is when the total points are exactly the Over/Under Line. In the event of a Push, a Selection will be marked as Void.

“Regulations” means the Regulations made under the Act.

“Regulation Time” / “Full-Time” means the period of play before any Overtime, Extra Time, or Shoot-outs, if any.

“Related Outcomes” refers to a Wager where the Result of one (1) Selection contributes wholly or partly to the Result of another Selection. This could be within the same Event or across multiple separate Events.

“Result(s)” means the winning Outcome of a Market for Settlement purposes as determined solely by the Corporation.

“Run Line” means a Point Spread Market for baseball.

“Scheduled” refers to the date and time when the Event will be played.

“Selection(s)” refers to the Outcome chosen from a Market and confirmed by the player prior to placing a Wager. “Selected” has a similar meaning;

“Settlement” refers to the Corporation’s processing of Results to validate a Wager and return any Payout. “Settled” has a similar meaning.

“Shoot-out” means a series of shots or penalties taken by each participating team to determine the Result of the Event after Regulation Time and Extra Time, if any.

“Single” means a type of Wager that contains one (1) Selection and that Selection must be correct for the Wager to win.

“Stand” means a Wager is valid and will be Settled according to the Result of the Event or Market. “Stands” has a similar meaning.

“System Bet” refers to a collective term used for a number of pre-set Wager types that contain a series of Wagers. For example, a Trixie requires exactly three (3) Selections and contains exactly four (4) Wagers (3 x 2-pick Parlays and 1 x 3-pick Parlay).

“Unconditionally Determined” refers to the situation whereby a Result has already been determined, or the natural conclusion of the Market would dictate the Result.

“Void(ed)” means a Selection that neither wins nor loses. The odds on the Selection will be changed to 1.00; if the Selection is part of a Parlay, the number of Selections in the Parlay will be reduced by one; if the Selection is a Single Bet, the Wager amount will be refunded to the player.

“Wager(s)” and **“Bet(s)”** have the meanings commonly assigned to them and may be used interchangeably. “Wagering” has a similar meaning.

3.0 **How to Participate**

- 3.1 The Corporation shall, in its sole discretion, make available to the public a PROLINE List with a schedule of Events for Wagering and including the following information:
- (a) the Sport and, where applicable, league;
 - (b) the PROLINE List Number (where applicable) and Event Numbers;
 - (c) the Events upon which the Markets will be based;
 - (d) the date on which an Event is scheduled to be played;
 - (e) the designated Outcomes, as determined by the Corporation, for the Event;
 - (f) the odds associated with each possible Outcome, which odds are subject to change prior to the Wager being placed; and
 - (g) any other pertinent information as determined by the Corporation.
- 3.2 A player shall complete a Selection Slip and present it to a retailer along with payment for the applicable Wager. The retailer shall, in such manner as the Corporation may determine, communicate to the Corporation the player's Selections as outlined on the Selection Slip. Upon receipt of this information, the Corporation shall deliver to the retailer and the retailer shall subsequently deliver to the player a ticket which shall constitute a receipt for payment and record. This ticket shall display:
- (a) the Event Numbers (where applicable), the player's Selections and the odds associated with each Selection;
 - (b) the scheduled date for each Event on which a Market is based;
 - (c) the Wager amount;
 - (d) the total number of Selections;
 - (e) the total odds in relation to all Selections;
 - (f) the potential prize payout based on the Selections chosen by the player;
 - (g) the PROLINE List Number (where the Corporation so determines);
 - (h) a unique identification number for that ticket; and
 - (i) any other pertinent information as determined by the Corporation.
- 3.3 The ticket, not the Selection Slip, is the only valid receipt, and is only valid for the Events indicated on the ticket. Failure to fully or correctly include any of the foregoing information on the ticket could, in the sole discretion of the Corporation, Result in the ticket being invalid. It is the sole responsibility of the player to ensure all required information is present, accurate, and legible on the ticket. In the event of a dispute regarding the accuracy of information on a ticket, all determinations of the Corporation (based on the information contained in the Corporation's central computer-controlled online system) shall be final and binding without right of appeal.
- 3.4 **Wager Acceptance**
- 3.4.1 The Corporation, in its sole discretion, may refuse to accept Wagers bearing any Selection or may limit the Payout on any Wager or aggregate Wager.
- 3.4.2 The Corporation reserves the right, in its sole discretion, to limit the number of picks in a Parlay for the purposes of liability management.
- 3.4.3 PROLINE Wagers may only be placed until the Event Cut-Off Time for Wagering, before a Result is known, or before a stage where the player could have any indication of the Result of the Wager; all as determined solely by the Corporation.
- 3.4.4 The Corporation may, in its sole discretion, change or remove Events, Markets or Outcomes on offer without prior notice. Without limiting the generality of the foregoing, odds for any Outcome are dynamic and are subject to change without prior notice.
- 3.4.5 A player is responsible for:
- (a) confirming a Selection(s) before placing a Wager;
 - (b) ensuring they have a valid ticket; and
 - (c) ensuring the existence, completeness and accuracy of the information displayed on the ticket.
- 3.4.6 The Corporation assumes no responsibility for any conflict between, or errors or omissions in, the ticket and shall rely solely on the information recorded in the Corporation's central computer-controlled online system for determining how Payouts will be awarded.

4.0 **Game Details**

4.1 **Rounding**

- 4.1.1 All Payouts are rounded to the nearest ten (10) cents.

4.2 **Wager Limits**

- 4.2.1 The Corporation reserves the right, in its sole discretion at any time and without notice, to increase or decrease the limit on Wagers that will be accepted on any given Selection or combination of Selections.

4.3 **Withholding Payments**

- 4.3.1 The Corporation reserves the right to withhold payment and to declare Bets on an Event Void if the Corporation, in its sole discretion, believes the integrity of the Event may be called into question.

5.0 General Settlement Rules

5.1 The Result

- 5.1.1 The Result of each Event shall be determined solely by the Corporation. The Corporation does not recognize protests, overturned decisions or amended Results. Once the Corporation has entered the Result into the Corporation's central computer-controlled online system it shall be final and binding, without right of appeal. A number of circumstances may arise where a Bet or Wager is accepted by the Corporation, or where the Corporation awards a prize, in each case in error (an "Error"). As examples only, Errors which may result in the voiding and/or Resettling of a Wager may include:
- Where the Corporation accepts a Wager after the Event Cut-off Time for Wagering; after a Result is known; or at a stage where the player could have any indication of the Result of the Wager;
 - Where the Corporation accepts a Wager based on incorrect information provided by the Corporation including, but not limited to, incorrect Outcomes, Participants, location, date, time, lines or odds;
 - Where the Corporation Settles a Wager with an incorrect Result or Payout; or
 - If the Corporation, in its sole discretion, believes that the integrity of the Event may have been called into question:
or
 - The player fails to comply with one or more of paragraphs (a), (b), (c) and (d) of Section 9.2 of these *Game Conditions*.
- 5.1.2 The Corporation reserves the right to correct any Error in the manner that it deems appropriate in the circumstances, and the Corporation's decision shall be final and binding.
- 5.1.3 Neither the Corporation nor any of its employees, agents or service providers shall be liable for any loss incurred by a player that results from any Error, including any loss of winnings that results from a forfeiture thereof by the player as a result of the Error.

5.2 Dead-Heats

- 5.2.1 If a Dead-Heat between two or more Outcomes is declared on any Market as the official Result, unless stated otherwise, the Wager is subject to a Dead-Heat Reduction. For example, a \$30 Wager on a golfer to finish in the Top 5 of the leaderboard at odds of 4.00 would be Settled as follows in the various scenarios:
- Golfer ties for 5th position with one other player. In this case, one (1) place is shared between two (2) winning Outcomes, so the value of the Wager is reduced to half (1/2) of the original value. Wager after Dead-Heat Reduction becomes \$15 at 4.00.
 - Golfer ties for 5th position with two other players. In this case, one (1) place is shared between three (3) players, so the value of the Wager is reduced to one-third (1/3) of the original value. Wager after Dead-Heat Reduction becomes \$10 at 4.00.
 - Golfer ties with two (2) other players for 4th place. In this case, two (2) places are shared between three winning Outcomes, so the value of the Wager is reduced to two-thirds (2/3) of the original value. Wager after Dead-Heat Reduction becomes \$20 at 4.00.

5.3 Related Outcomes

- 5.3.1 Parlays are not accepted on Related Outcomes. However, Combined Odds may be available, which will apply to selected Parlays. For example, soccer team to win a game and over 2.5 goals to be scored in the same game.
- 5.3.2 The Corporation reserves the right to Void any Parlay Wager on related Outcomes accepted in error.

5.4 Venue Changes

- 5.4.1 If the venue changes and the designated home and away teams for an Event change, all Wagers placed based on the original Event will be Void, unless stated otherwise by the Corporation.
- 5.4.2 If the venue changes and the designated home and away teams for an Event do not change, all Wagers placed based on the original Event will Stand, unless stated otherwise by the Corporation.

5.5 Postponed/Abandoned/Forfeited Events

- 5.5.1 If an Event is postponed ahead of the original start time and not started within 36 hours of that time, then all Wagers on Markets related to that match will be Void, unless stated otherwise in sport specific rules as noted below.
- 5.5.2 If an Event is abandoned after starting, and not resumed within 36 hours of the original start time, all Wagers on Markets related to that Event will, unless stated otherwise under sport specific rules as noted below, be Voided unless an official Result is declared.
- 5.5.3 Wagers on all Markets which have been Unconditionally Determined will Stand. For example, if '1st Set Winner' tennis Wagers have already been Settled at the time of the abandonment, the Wager will Stand.
- 5.5.4 If the score at the time of an abandonment or forfeit means a natural conclusion to the Market predetermines the Result, then the Market will be Settled as per this predetermined Result. For example, a basketball game is abandoned with the score tied at 100-100 with two (2) minutes left in the game. Since the minimum number of points for a natural conclusion would be 201 as there are no ties in basketball, the Over/Under Market with a line of 200.5 would be Settled as 'Over.'

6.0 Generic Market Type Rules

6.1 Time-based Markets

- 6.1.1 For Settlement purposes, time-based Markets are quoted on the basis of the clock counting up from 00:00, regardless of the sport and the clock direction of any other source. This means the first minute of the game will be from one (1) second to 59 seconds, the second minute from one (1) minute to one (1) minute 59 seconds and so on. For example, if a Wager is placed on the first goal to be scored between one (1) and five (5) minutes in a hockey match, and the first goal is scored at five (5) minutes 03 seconds; the Wager will be a loser as the goal time falls within the six (6) to 10 minutes category.

6.2 Half-Time / Full-Time

6.2.1 Settlement for ‘Half-Time / Full-Time’ Markets are provided upon predicting the Result at Half-Time, and at Full-Time. Full-Time refers to the end of Regulation Time, the Result after Overtime is not considered. Any other specific description of this Market will be explained in specific sport rules, as noted below.

6.3 Double Chance

6.3.1 ‘Double Chance’ Wagering allows a player to cover two (2) of three (3) possible Outcomes in an Event with one Selection. For example, a ‘Team 1 - Draw’ Wager wins if the specified team wins or the Event ends in a draw, a ‘Team 1 - Team 2’ Wager wins if either of the specified teams win the Event, a ‘Team 2 - Draw’ Wager wins if the specified team wins or the Event ends in a draw.

6.4 Draw No Bet

6.4.1 A ‘Draw No Bet’ is a Market where a draw is not a Wagering option, and the player tries to predict which team will win the Event in Regulation Time. If the Event ends in a draw or tie, all Wagers will be Void.

6.5 Team No Bet

6.5.1 A ‘Team No Bet’ is a Market where the player has the option to select only one (1) of the teams in the match to win or for the match to end in a draw/tie. Should the team in the Market name (the team not available for Wagering) win, all Wagers will be Void. For example, in a Liverpool versus Chelsea match, with a Market named ‘Liverpool No Bet’ the Outcomes to choose from will be Chelsea and Draw. Should Liverpool win the match, all Wagers will be Void.

6.6 Asian Handicaps and Asian Total

6.6.1 For ‘Asian Handicaps’ and ‘Asian Total’ Markets, depending on the Selection of the Wager and Result there is the possibility for a full win, full loss, Push, half win (half Push) and half lose (half Push). Examples of the types of Lines offered and Settlement are outlined in the table below.

| Selection | Goal and Half a Goal/Point Asian Handicap | Result | Payout |
|-----------|---|-------------------|-----------------------|
| Team A | 0 | Win | Win |
| | | Draw | Push |
| | | Lose | Lose |
| Team B | 0 | Win | Win |
| | | Draw | Push |
| | | Lose | Lose |
| Team A | -0.5 | Win | Win |
| | | Draw or Lose | Lose |
| Team B | +0.5 | Win or Draw | Win |
| | | Lose | Lose |
| Team A | -1 | Win by 2 or more | Win |
| | | Win by 1 | Push |
| | | Draw or Lose | Lose |
| Team B | +1 | Win or Draw | Win |
| | | Lose by 1 | Push |
| | | Lose by 2 or more | Lose |
| Selection | Quarter Goal/Point Asian Handicap | Result | Payout |
| Team A | 0 & -0.5 (-0.25) | Win | Win |
| | | Draw | Half Lose / Half Push |
| | | Lose | Lose |
| Team B | 0 & +0.5 (+0.25) | Win | Win |
| | | Draw | Half Win / Half Push |
| | | Lose | Lose |
| Team A | -0.5 & -1 (-0.75) | Win by 2 or more | Win |
| | | Win by 1 | Half Win / Half Push |
| | | Draw or Lose | Lose |
| Team B | +0.5 & +1 (+0.75) | Win or Draw | Win |
| | | Lose by 1 | Half Lose / Half Push |
| | | Lose by 2 or more | Lose |
| Team A | -1 & -1.5 (-1.25) | Win by 2 or more | Win |
| | | Win by 1 | Half Lose / Half Push |
| | | Draw or Lose | Lose |
| Team B | +1 & +1.5 (+1.25) | Win or Draw | Win |
| | | Lose by 1 | Half Win / Half Push |
| | | Lose by 2 or more | Lose |

7.0 Sports Settlement Rules

7.1 Baseball

- 7.1.1 If a baseball game does not start on its Scheduled start date (local time), then all Wagers related to that match shall be Void.
- 7.1.2 In the case of a suspended baseball game, the game must resume within 72 hours of the suspension time for all Bets to Stand. Settlement will be provided for Markets in which a Result has been Unconditionally Determined.
- 7.1.3 If abandoned after the game has started, the following applies to the 'Moneyline' Market: (a) a game must go five (5) full innings (or four (4) and a half innings if the home team is ahead and a game is abandoned in the bottom of the 5th inning) for Wagers to Stand; and (b) if abandoned after five (5) innings have been completed, all Wagers on the 'Moneyline' Market are settled by the score at the end of the last completed inning, unless the home team is ahead, in which case the Result will be determined by the official Result of the game. Any other undetermined Markets will be Void except for Markets in which a Result has been Unconditionally Determined.
- 7.1.4 When Wagering on Over/Under, 'Run Line', or player performance Markets, the game must go to nine (9) innings (complete) (eight (8) and a half if the home team is ahead) to Stand. If a game is abandoned, Settlement will be provided for Markets in which a Result has been Unconditionally Determined.
- 7.1.5 The specified number of innings must be completed for Wagers to Stand in '1st 5 Innings' or '1st 7 Innings' Winner Markets, unless the home team holds the lead and the bottom of the inning would not change the Result. Any other undetermined Markets will be Void.
- 7.1.6 All Markets are settled inclusive of any extra innings, except '1st 5 Innings' or '1st 7 Innings' Markets, or any individual innings Markets.
- 7.1.7 In the event that the final Result is a tie, where league rules allow for it, "Moneyline" Wagers will be Void. Wagers on all other Markets related to final Results will be settled per the official score recorded by the league. For Wagers on a named innings Market, the innings must be completed for Wagers to Stand unless already determined.
- 7.1.8 For Wagers to Stand in an Over/Under Market for regular season games won by a team, at least 97 per cent of the Scheduled games must be played. For example, if 162 games are scheduled, at least 158 games must be played.
- 7.1.9 For Bets to Stand in player performance Markets, the player must be in the starting line-up. For pitcher Markets, a player must also throw at least one pitch for Bets to Stand. For batter Markets, a player must also make at least one plate appearance for Bets to Stand. If any of the foregoing criteria, where applicable, are not met, all Bets in respect of the applicable Market will be Void.
- 7.1.10 'Total Bases' Markets are calculated by adding all hits a player makes in an Event as per the following scoring:
 - (a) single = 1 base; (b) double = 2 bases; (c) triple = 3 bases; and (d) home run = 4 bases.

7.2 Basketball

- 7.2.1 If a game is abandoned with five (5) minutes or less of Regulation Time remaining, then all Wagers on Markets related to full Match Results will Stand and be Settled using the current score as final. If a game is abandoned before this point, then all Wagers will be Void. Settlement will be provided for Markets in which a Result has been Unconditionally Determined. For example, '1st Half Winner', Wagers will Stand once the first half has been completed.
- 7.2.2 Overtime counts for all Markets unless stated otherwise or the Market pertains to a specific quarter or half of the game.
- 7.2.3 For Wagers placed on 'Quarter and Half' Markets, the period must be completed for Wagers to Stand unless the Result is already determined. Settlement will be provided for Markets in which a Result has been Unconditionally Determined.
- 7.2.4 If the score is tied at the end of Regulation Time, then the 'Yes' will be Settled as the winner in the 'Will There Be Overtime' Market, regardless of whether Overtime is played or not.
- 7.2.5 For Wagers to Stand in an Over/Under Market for NBA regular season games won by a team, at least 97 per cent of the Scheduled games must be played. For example, if 82 basketball games are scheduled, at least 80 games must be played.
- 7.2.6 For Bets to Stand in player performance Markets, the player must make at least one official appearance on the court during the match as reflected in the box score. Otherwise, all Bets in respect of the applicable Market will be Void.
- 7.2.7 For a 'Double Double' Market, a player must score at least ten (10) in two (2) of the following statistical categories and for a 'Triple Double' Market, a player must score at least ten (10) in three (3) of the following statistical categories: (a) points; (b) assists; (c) rebounds; (d) blocks; and (e) steals.

7.3 Boxing

- 7.3.1 The official start of the fight is when the bell is sounded for the beginning of the first round. All Wagers will be Settled according to the official Result declared by the Event's governing body immediately after the end of the fight. Any subsequent appeals or amendments to the Result will not be taken into account for Settlement purposes, unless otherwise determined by the Corporation in its sole discretion.
- 7.3.2 If one (1) of the contestants is replaced by a substitute, Wagers on the original fight will be Void.
- 7.3.3 If there is a change to the Scheduled number of rounds, Wagers based on the number of rounds or referring to a specific round will be Void but all other Wagers will Stand.
- 7.3.4 If a fight is stopped before the Scheduled number of rounds has been completed, or if a boxer is disqualified, Wagers will be Settled on the round in which the fight was stopped. If a points decision is awarded before the Scheduled number of rounds has been completed, Wagers will be Settled on the round in which the fight was stopped. If a boxer withdraws or is disqualified between rounds or if a boxer fails to answer the bell for a round, then Wagers will be Settled based on the previous round. In the event of a fight being declared a 'no contest', all Wagers will be Void, with the exception of Markets where the Outcome has been Unconditionally Determined.
- 7.3.5 'To Win on Points' Wagers will be Settled as winners only if the full Scheduled number of rounds has been completed.

7.4 Cricket

- 7.4.1 All Bets on Markets for an Event will be Void if the Event is officially declared as a 'no result'. If an Event is completed and not declared a 'no result', (including, without limitation, in circumstances where the result of the completed Event is determined by the Duckworth-Lewis method, or where the scheduled number of overs for a match is reduced), Markets in respect of such Event will be Settled in accordance with the official competition rules set by the Event's governing body.
- 7.4.2 All Bets on the 'Winner 3-Way' Market will be Void if the result of the Event is identified as a 'tie' in accordance with the official competition rules set by the Event's governing body.
- 7.4.3 A Result in respect of the 'Innings Runs' Market is determined by the total number of runs scored by a team in the course of an innings. In 'limited overs' matches, unless a Result has been Unconditionally Determined, Bets in respect of an 'Innings Runs' Market will be Void if the match is reduced by any number of overs from its originally scheduled duration. In test matches, 'Innings Runs' bets will Stand regardless of the length of the innings.

7.5 Darts

- 7.5.1 If no darts are thrown in an Event, all Bets in respect of such Event will be Void. For clarity, reference to an Event in this section 7.5 refers to a specific darts match between two (2) or more participants on a Scheduled start date.
- 7.5.2 If at least one dart is thrown in an Event, but the Event is not completed, the player progressing to the next round of the competition (or the winner of a tournament in the case of a final) will be deemed the Event winner for the purpose of Settlement on all 'Match Winner' Markets and Bets on all other Markets in respect of the Event will be Void.
- 7.5.3 If there is a change in the format (e.g. change to the number of sets or legs) of a match, then all Wagers in respect of such match will be Void.

7.6 Football

- 7.6.1 All Markets are inclusive of Overtime unless stated otherwise or pertaining to a specific quarter or half of the game.
- 7.6.2 If a game is abandoned with five (5) minutes or less of Regulation Time remaining, then all Wagers on Markets related to full game Results will Stand and be Settled using the current score as final. If a game is abandoned before this point, then all Wagers will be Void. Settlement will be provided for Markets in which a Result has been Unconditionally Determined. For example, '1st Half' Wagers will Stand once the first half has been completed.
- 7.6.3 For Wagers placed on 'Quarter and Half' Markets, the period must be completed for Wagers to Stand unless the Result is already determined. Settlement will be provided for Markets in which a Result has been Unconditionally Determined.
- 7.6.4 For Wagers placed on 'First Touchdown Scorer' Markets and other ordinal-based touchdown scorer Markets (e.g. Second Touchdown Scorer, Third Touchdown Scorer), if a touchdown is scored by a player that is not listed as an Outcome, 'Any Other Player' will be the Result. For certainty, the 'Any Other Player' Outcome is not available in respect of the 'Anytime Touchdown Scorer' Market.
- 7.6.5 For Bets to Stand in player performance Markets (including 'Touchdown Scorer' Markets), the player must compete in at least one (1) snap; otherwise, Bets in respect of such Markets will be Void.
- 7.6.6 For Wagers to Stand in an Over/Under Market for regular season games won by a team, all games scheduled to be played must take place.

7.7 Golf

- 7.7.1 Wagers on the 'Tournament Winner' Market will be Settled on the player declared as the winner by the governing body, inclusive of any playoff that may be played. A subsequent disqualification or amendment of Result after the declaration of the winner will not be taken into account for Settlement purposes.
- 7.7.2 All Wagers will be Settled on the official Result despite any reduction in the number of rounds played. For example, if there are fewer rounds played due to bad weather.
- 7.7.3 If a tournament is abandoned and no official Result is declared, all Wagers will be Void.
- 7.7.4 If a round is abandoned but is subsequently replayed with the scores reset, all Wagers placed prior to the start of that abandoned round will Stand for the replayed round. Any Wagers placed during an abandoned round will be Void except Markets for which a Result has been Unconditionally Determined. If a player withdraws before they have teed off in a tournament, then the player will be a Non-Starter and Wagers on that player will be Void. If a player withdraws at any point after they have teed off in a tournament, then Wagers on that player will Stand.
- 7.7.5 In the event any player in a 'Tournament Match-up' Market, 'Two Ball' Market or a 'Three Ball' Market does not tee-off, all Bets in respect of such 'Tournament Match-up' Market, 'Two Ball' Market or 'Three Ball' Market are Void. Once a player has taken a single stroke in a round, they will be deemed to have participated in that round/tournament and all Bets in respect of the applicable Market will Stand.
- 7.7.6 For 'Tournament Match-up Markets, in respect of two-player match-ups for the same tournament:
- If both players either make the cut and complete all four rounds of the tournament or miss the cut and only play two rounds of the tournament, the player with the better score will be the Result;
 - If one player is disqualified from or withdraws from the tournament at any time and the other player is not disqualified from or does not withdraw from the tournament, the latter player will be the Result regardless of their final score;
 - If one player makes the cut and the other player misses the cut, the player who makes the cut will be the Result regardless of their final score and whether or not they are disqualified from or withdraw from the tournament during the third or fourth round; and
 - If both players either make the cut or miss the cut and both players are disqualified from or withdraw from the tournament, the player who is disqualified or withdraws last will be the Result.
- 7.7.7 The correct Outcome in a 'Two Ball' Market or a 'Three Ball' Market will be the player in the pairing or group with the lowest score in the given round. Any holes played by the pairing or group in addition to the round do not count for Settlement purposes.
- 7.7.8 If a 'Two Ball' pairing or 'Three Ball' group is rearranged, then all Bets in respect of such 'Two Ball' Market or 'Three Ball' Market will Stand as per the original pairing or group, as applicable.
- 7.7.9 All Results in respect of the 'Tournament Match-up' Market, the 'Two Ball' Market, and the 'Three Ball' Market are final for Settlement purposes once a player has completed their round or tournament, as applicable, and signed their scorecard. A player disqualification after this point will not affect Settlement in respect of these Markets.
- 7.7.10 If two (2) or more players tie for the lowest score in a 'Three Ball' Market, a Dead-Heat Reduction will be applied.
- 7.7.11 If two (2) or more players tie for the lowest score in a 'Two Ball' Market, the tie will be the correct Outcome.
- 7.7.12 For Markets with Outcomes in which a player is to finish within a certain range of places, (e.g. 'Top 5', 'Top 8', 'Top 10') a Dead-Heat Reduction will be applied.

7.8 Hockey

- 7.8.1 All Markets include Overtime and Shoot-outs unless otherwise stated.
- 7.8.2 If a game is abandoned with five (5) minutes or less of Regulation Time remaining, then all Wagers on Markets related to full Match Results will Stand and be Settled using the current score as final. If a game is abandoned before this point, then all Wagers will be Void, except for Markets in which a Result has been Unconditionally Determined. For example, Over/Under 0.5 goals Wagers will Stand once the first goal has been scored.
- 7.8.3 Period goals only apply to that specific period and the entire period must be played.
- 7.8.4 For Wagers placed on 'Period' Markets, the period must be completed for Wagers to Stand unless the Result is already determined. Settlement will be provided for Markets in which a Result has been Unconditionally Determined.
- 7.8.5 In the case of two (2) or more Selections being tied as winners in the 'Highest Scoring Period' Market, all Wagers on this Market will be Void. This Market does not include any Overtime play.
- 7.8.6 In the event of a Shoot-out, the winning team is awarded one (1) goal and this counts for all applicable Markets.
- 7.8.7 For Wagers to Stand in an Over/Under Market for NHL regular season games won by a team, at least 97 per cent of the Scheduled games must be played. For example, if 82 hockey games are scheduled, at least 80 games must be played.
- 7.8.8 For player performance Markets to Stand, the player must make at least one official appearance on the ice during the match as reflected in the box score for the match. Otherwise, all Bets in respect of such Markets will be Void.
- 7.8.9 For player goals Markets, only goals scored in Regulation Time and, if applicable, Overtime count for Settlement purposes, unless a player goals Market indicates goals scored in a Shoot-out count for Settlement purposes.

7.9 Mixed Martial Arts (MMA)

- 7.9.1 The official start of the fight is when the bell is sounded for the beginning of the first round. All Wagers will be Settled according to the official Result declared by the Event's governing body immediately after the end of the fight. Any subsequent appeals or amendments to the Result will not be taken into account for Settlement purposes.
- 7.9.2 If one (1) of the contestants is replaced by a substitute, Wagers on the original fight will be Void.
- 7.9.3 If there is a change to Scheduled number of rounds, Wagers based on the number of rounds or referring to a specific round will be Void but all other Wagers will Stand.
- 7.9.4 In the event of a "no contest" decision being declared, all Wagers will be Void, with the exception of Selections where the Outcome has been Unconditionally Determined.
- 7.9.5 If the fight is declared a draw, the '2-way Fight Winner' and 'Method of Victory' Markets will be Settled as Void.
- 7.9.6 If a fighter fails to answer the bell for the next round or is disqualified between rounds Wagers will be Settled based on the opponent winning the previous round.

7.10 Motor Sports

- 7.10.1 Wagers on any driver who does not start the warm-up lap preceding a race will be Settled as Void. If a driver does not finish the race after starting the warm-up lap, then all Bets on the driver will Stand.
- 7.10.2 If a race is abandoned and no official Result is declared by the relevant governing body, then all Wagers on that race will be Void.
- 7.10.3 Results announced at the time of the podium presentation will be final. Race penalties applied and included in the Result at the time of the podium are final. Those applied afterwards will not be taken into account.

7.11 Rugby Union & Rugby League

- 7.11.1 All Bets for all Markets are Settled based on Regulation Time, save and except for Bets in respect of the Extra Time Market (where Extra Time affects Settlement).
- 7.11.2 For Settlement purposes, Results of Extra Time Markets will be based on play only during Extra Time and will not be affected by Shoot-Outs.

7.12 Snooker

- 7.12.1 The start of a snooker Event is deemed to be at the break for the first frame, even if there is a subsequent re-rack in the first frame. Any frames forfeited due to a player's late arrival shall count for Settlement of Bets in respect of 'Correct Score' Markets.
- 7.12.2 If a player fails to start a tournament or Event, all Bets in respect of such player, or the Event in which they were previously scheduled to participate, will be Void.
- 7.12.3 In the event of a re-rack, Bets placed before the start of the frame will Stand on any Market for which a Result has not been Unconditionally Determined and will be Settled once a Result has been determined.
- 7.12.4 Points scored in the re-racked frame before the re-rack do not carry over to subsequent frames. Bets placed after the break of the frame but before a re-rack will be Void.
- 7.12.5 For both 'Correct Score' Markets and 'Total Frame' Markets, if an Event is completed without one player winning sufficient frames to win the Event based on the scheduled number of frames (e.g. due to the withdrawal or disqualification of a player during an Event), then all Bets on 'Correct Score' Markets and 'Total Frame' Markets will be Void, unless the applicable Result has been Unconditionally Determined.
- 7.12.6 If one player withdraws or is disqualified after an Event has already started, the player progressing to the next round will be considered the winner of the Event for Settlement of Wagers in respect of 'Match Result' Markets and Wagers in respect of all other Markets relating to snooker will be Void.

7.13 Soccer

- 7.13.1 All soccer Wagers will be Settled on the score at the final whistle at the end of Full-Time. This denotes the period of play after regular time (usually 90 minutes) plus any time added by the referee for injuries and other stoppages but does not include Scheduled Extra Time, or penalty Shoot-outs, if played. Extra Time denotes the period of play which takes place after Full-Time, but which does not include any penalty Shoot-outs. In matches where penalty Shoot-outs or Extra Time are due to take place, all Wagers are Settled on the Full-Time score unless specifically stated otherwise.
- 7.13.2 Changes in format to Events that Result in significant changes to the conditions of Wagers made under the assumption of normal conditions may be Voided. For example, '1st/2nd Half' related Markets are Void if a match is played in a non-Standard format such as three (3) periods. If a match is expected to be played over 90 minutes of regular time in two halves, and in fact is played over two (2) 40-minute halves then all Wagers will Stand. If the regular time period of play is less than 80 minutes, then all Wagers will be Void.
- 7.13.3 In circumstances where 90 per cent or more of the Scheduled match time has been completed and the referee ends the match before the allotted time has elapsed then, that score will be used for Settlement purposes. If a match is abandoned before this point, then all Wagers will be Void. Settlement will be provided for Markets in which a Result has been Unconditionally Determined.
- 7.13.4 Own goals are ignored for the Settlement of all goalscorer Wagers, including 'Headed Goals' Markets.
- 7.13.5 Wagers on a player who does not take to the pitch will be Void.
- 7.13.6 For 'First Goalscorer' Markets, all Wagers on a player who takes no part in the match or who comes on as a substitute after the first goal has been scored will be Void. If a match is abandoned before the first goal is scored, all Wagers are Void. This includes any 'No goalscorer' Outcome. If the only goal scored before the end of Full-Time is an own goal, then 'No goalscorer' will be deemed the Outcome.
- 7.13.7 For 'Last Goalscorer' Markets, all Wagers on a player Stand as long as they take to the pitch, regardless of whether they were on the pitch when the last goal was scored.
- 7.13.8 For any 'Goalscorer' Markets, all Wagers on a player Stand as long as they take to the pitch.
- 7.13.9 In the event of uncertainty about who scored a goal, where possible, the rules and regulations of the league or body governing that Event are used. If a goalscorer is changed during the game, all Wagers will be re-Settled. Wagers such as 'Brace or Hat-Trick Goalscorer' placed after the goal in question and before the re-Settlement will be Void.
- 7.13.10 Where Video Assistant Referee (VAR) is used in a soccer match, the Corporation reserves the right to: (a) correct any Settlement where VAR has reversed a decision after Settlement has already been made; and/or (b) Void any Wagers placed between an incident occurring and a VAR decision being made.
- 7.13.11 In accordance with Section 7.13.1, (i) yellow cards and red cards issued only during Full-Time for a game will count towards Markets related to total cards for that game; and (ii) yellow cards and red cards issued during Extra-Time or Shoot-Outs will not count towards Markets related to total cards for that game, unless specifically stated otherwise in these Game Conditions or the instructions. The rescission of a yellow card or red card or the reduction of a red card to a yellow card will not be recognized for Settlement purposes, in accordance with Section 5.1.1.
- 7.13.12 For Markets relating to total cards, a yellow card counts as one (1) point and a red card counts as two (2) points for Settlement purposes. If a player is issued a second yellow card in a single game, and it results in the player receiving a red card in the same game, only the red card (and one of two yellow cards issued) will count for Settlement purposes. The maximum number of points relating to the issuance of yellow and red cards that can be attributed to a player in a single game is three (3).
- 7.13.13 Cards issued to non-players (including, without limitation, team managers, players on the bench who have not been substituted in or have already been substituted out) do not count towards Markets relating to total cards.
- 7.13.14 For Bets to Stand on 'Player to be Carded' Markets, the player must make at least one official appearance on the pitch during the match as reflected in the box score. Otherwise, all Bets in respect of the applicable Market will be Void.

7.14 Tennis

- 7.14.1 The first serve of a tennis match is deemed to be when the match starts.
- 7.14.2 In the event of a change to playing surface, venue or change from indoor court to outdoor and vice versa, all Wagers will Stand.
- 7.14.3 If a player withdraws or is disqualified before the start of a match, then all Wagers will be Void.
- 7.14.4 If a retirement occurs before the conclusion of the first set, Wagers are Void except those for which Results have already been Unconditionally Determined including handicaps. If the first set has been completed, then the player who progresses to the next round (or wins the tournament in the case of a final) will be deemed the winner in the 'Match Winner' Market. All other Markets will be Void where they are not Unconditionally Determined. If the score at the time of the retirement predetermines the Result of a Market, then Wagers will be Settled accordingly. For example, a tennis match is abandoned with score tied at 2-2 in sets. Since the fifth set must be played in a natural conclusion, the 'Over/Under Sets' Markets with a line up to and including 4.5 would be Settled as 'Over'.
- 7.14.5 If a game is not completed for any reason, then Wagers on the score of that game will be Void.
- 7.14.6 If a game is completed by the awarding of a penalty point by the umpire, the game shall be deemed to be complete. However, if a game is completed by the awarding of a penalty game by the umpire, Wagers on that game shall be Void.
- 7.14.7 In some competitions, an extended tiebreak (commonly known as a 'Match Tiebreak', and sometimes referred to as a 'Super Tiebreak' or a 'Champions Tiebreak') is played in place of a final deciding set. For Settlement purposes, this 'Match Tiebreak' will be considered as one set (for set-related Markets).

7.15 Other Sports

- 7.15.1 The Corporation may, from time to time and at its sole discretion, offer Markets on Events from sports not listed above.
- 7.15.2 Events must be played in full for Wagers to Stand. Unless otherwise stated, all Markets include Overtime and Shoot-outs, if played. Events must be played at the originally intended venue for Wagers to Stand. If there is a change in venue, all Wagers will be Void. If an event is not played within 36 hours of its original Scheduled start time, all Wagers will be Void. Outright Markets are accepted on an 'All-in Play or Not' basis, unless otherwise stated.
- 7.15.3 Situations may arise which, from time to time, have not been specifically addressed herein. In the absence of relevant conditions such Markets and situations will be Settled on a basis which conforms as closely as is reasonable to these conditions, and by reference to similar Markets in regularly covered sports. The Corporation's decision as to where parallels may most fairly be drawn shall be final.

7.16 Novelty Markets

- 7.16.1 The Corporation may, from time to time and at its sole discretion, offer Markets on Events including but not limited to award shows, other non-sporting Events, etc.
- 7.16.2 Novelty Markets are accepted on an 'All-In Play or Not' basis, unless otherwise stated.
- 7.16.3 The Corporation will aim to cover all expected scenarios that could affect Settlement. Such Markets will be Settled in accordance with rules and conditions that will be advised on an individual Market basis through OLG.ca.
- 7.16.4 Markets and situations may arise which, from time to time, have not been specifically addressed herein. In the absence of relevant conditions such Markets and situations will be Settled on a basis which conforms as closely as is reasonable to these *Game Conditions*, and by reference to similar Markets and situations in regularly covered Events. The Corporation's decision as to where parallels may most fairly be drawn shall be final.

8.0 Settlement and Payout

- 8.1 The Corporation shall, in its sole discretion, determine the Wager Payout. The potential Payout for a winning Wager is calculated by multiplying the odds for each correct Selection together to determine the total odds, and then multiplying the total odds by the applicable Wager. The final calculation by the Corporation of the amount of any and all Payouts shall be final and binding without right of appeal.
- 8.2 The Corporation incurs no liability toward anyone in the case of an act of God, fortuitous event, or force majeure. In such circumstance the Corporation may (a) cancel or suspend Wagering on any Event; (b) temporarily amend its policies and procedures; and/or (c) issue instructions that it deems necessary, in its sole discretion, to ensure the integrity or proper operation of PROLINE. In all other cases, whether the liability is contractual or in tort, including negligence on the part of the Corporation or its third-party providers or their respective employees, the liability of the Corporation is limited, if the claim is based on a valid winning Wager, to the Payout amount of such Wager. If the claim is not based on a valid winning Wager, the liability of the Corporation is limited to the amount paid for the Wager.
- 8.3 The Corporation may elect not to pay out on a Wager or ticket if the Corporation, in its sole discretion, has reasonable grounds to believe that a player has engaged or participated, at any time, in any form of collusion, cheating, unfair, fraudulent, or criminal activity in any way relating to PROLINE. Subject to *the Lottery Games Rules*, in the event that a Wager or ticket is Void, or deemed to be Void, the Corporation may, at its sole option: (a) Void any number of Selections on a Wager or ticket; or (b) Void the entire Wager or ticket, in which case the Corporation will provide a refund in the amount paid for the Void Wager or ticket.
- 8.4 Any purported Payout on a Void Wager or ticket without the Corporation's authorization shall at all times remain the property of the Corporation.

9.0 Collusion, Cheating, Fraud and Criminal Activity

- 9.1 Each player is prohibited from engaging in, and is required to immediately notify the Corporation upon becoming aware that another player is or may be engaging in, any form of collusion, cheating, fraud or criminal activity or otherwise exploiting an unfair advantage involving PROLINE.
- 9.2 For the purposes of these *Game Conditions*, as examples only, collusion includes any of the following:
 - (a) having access to non-public/exclusive information related to an Event, or having the potential to impact the outcome of an Event or bet type, in respect of any Event overseen by the relevant Event governing body;
 - (b) having sufficient authority to influence the outcome of an Event (including, without limitation, athletes, coaches, managers and owners), in respect of any Event overseen by the relevant Event governing body;
 - (c) being an owner of an Event governing body or an Event member team, in respect of any Event overseen by that governing body or any event in which a member team of that governing body participates; or
 - (d) compiling betting odds for any Event in which one is involved.

- 9.3 Each player hereby represents and warrants to the Corporation that they comply, and will comply, with the provisions of paragraphs (a), (b), (c) and (d) of Section 9.2. The Corporation will use reasonable efforts to detect and prevent any such collusion, cheating, fraud or criminal activity by players or the taking of any unfair advantage by players, but in the event that any such activity occurs and another player incurs any loss or damage, the Corporation will not be liable for any such loss or damage.
- 9.4 The Corporation shall have the right to notify all third parties which the Corporation, in its sole discretion, determines to be appropriate in the event of any actual or suspected collusion, cheating, fraud or criminal activity by any player or the taking of any unfair advantage by any player, including the appropriate law enforcement authorities and other third parties that the Corporation determines to be appropriate (for example, police services, the Alcohol and Gaming Commission of Ontario, the Corporation's third-party providers, Event governing bodies, other operators/providers of sports betting platforms, and credit card issuers and brands).
- 10.0 **Liability Limits**
- 10.1 In all cases, the potential Payout that shall be available to be won on any given ticket shall be limited to a maximum of \$600,000 and the Corporation will refuse to accept any Selection Slip that could result in a winning ticket (as defined in the Rules) with a prize above \$600,000.
- 10.2 In all cases, the potential prize that shall be available to be won on any given ticket shall be limited to a maximum of \$600,000 and the Corporation will refuse to accept any Selection Slip that could result in a winning ticket (as defined in the Rules) with a prize above \$600,000.
- 11.0 **Miscellaneous**
- 11.1 Where these Game Conditions provide for the exercise of discretion by OLG, that discretion will be exercised consistent with all regulatory requirements which may include prior regulatory approval.
- 11.2 The Corporation may amend these *Game Conditions* at any time and in any manner, without prior notice.
- 11.3 These *Game Conditions* come into effect on April 6, 2023 (or such later date as may be specified by the Corporation).

ONTARIO LOTTERY AND GAMING CORPORATION

October 24, 2023.

Please contact the OLG Support Centre at 1-800-387-0098 with any questions related to PROLINE.

Ce document est aussi disponible en français en composant le 1 800 387-0098.